



With Classic, we had only a glimpse of what could have been Silent Impact, as our beloved cards from the v2.2 are in fact an extract from the never released expansion.

But our favourite sysop Wormhole, having made a successful run on the WotC Archives, unearthed a superb gem: a Corp card from Silent Impact. From what I understood, thanks to Wormhole's explanations, Protected Resources was supposed to be the 21st card of the Corp's set, with a "rare" frequency.

As we release it as a standalone card, it is considered as "promo". Also, considering that Classic and Silent Impact are the same, I set the expansion version to v2.2b.

Now, after a short analysis, let's have a look on this card:

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Protected Resources  
Node-Transactions  
0/8

[1]: Move any number of bits from your bit pool to Protected Resources.

A: Move any number of bits from Protected Resources to your bit pool.  
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First statement, it is a node, thus:

- can be trashed (but with a very high trash cost)
- is permanent (opposed to an operation)

The card general idea is to move bits from a place to another (bit pool ↔ PR).

Therefore, we have to find why this would be interesting, especially taking into account that the effect is not free of charge, costing 1 bit to load PR with bits (costly maybe, but without action), and 1 action to get the bits back.

Of course, it rings a bell and we all think of PR as a weapon against Priority Wreck strategy, but in fact there are other Runner cards that can be fought against with PR (I'll mention only Base, Proteus, and Classic, but be aware that other virtual expansions have cards that could add to PR usefulness also):

Weather to Finance Pipe

Edited Shipping Manifests

Credit Subversion

Taxman

False Echo (you load PR to avoid being forced to spend bits)

Furthermore, and maybe even better, you can optimize certain Corp cards without risk:

Corporate War

ACME savings and Loan

Rent-to-Own Contract (!)

The idea there is that we can "empty" our bit pool *during the Runner's turn* (as no action is required and nothing is specified on the ability). In fact, I'm not sure that the best use of PR is to counter the Runner's cards. Maybe the real interest is to secure and optimize our Corp's cards.

In a Rent-to-Own deck, it can be very useful to avoid the "zero bit" effect. Imagine: you don't pay (thus adding counters on your "big" ice), then you bring back your bits (that you will have gained via ACME for example...).

Note finally that the high trash cost should protect PR from most attacks, except if the Runner plays the inevitable Death from Above (but that problem disappears with the Full Revised 3.0 format proposed in the errata file).

Thanks again to Wormhole, and enjoy playing this card (other combos and uses are maybe possible... eh eh eh??)

Playful\_EE